

## "Sometimes I wonder what I'm a-gonna do, cause there ain't no cure for the summertime blues"

*Eddie Cochran*

Ah yes...summertime. That glorious time of year when everything that has been hibernating through the dead of winter and the thaw of spring comes to life. The time when we open our windows and let the fresh air fill our houses. The time when...well, you get the picture.

In the midst of all this hustle and bustle sits your lonely computer. A bumper sticker that I recently saw comes to mind: HUG YOUR COMPUTER! Seems like a funny thought; some big, balding guy sitting there hugging his CPU! However, some consideration should be given to our electronic friends. In my case, my computer has taught me skills that I use everyday and hopefully, will lead to better frontiers in the future.

Well, on to business! Your May Meeting had a better than average turnout. Some of the services that were offered to the membership were: a fine selection of old and new 8-Bit and ST PD software in the new Resale Shop, a New Snack Bar, the Publications Library, Kid's Corner and a demo of the MiGraph scanner. What's in store this month? Why not come and check us out!

Next I'd like to say a few words about some upcoming events. First there is GEN CON. This year it will be held from August 8-11 at the MECCA Convention Center in Downtown Milwaukee. All members are encouraged to participate in this very unique event! Anyone that helps out in running our section will be allowed to roam throughout GEN CON and observe any of the over 1000 gaming events. Also, there are auction halls where you can purchase many types of gaming items. Then we have The Great Hall where all of the vendors show and sell their goods. Last year your club made over \$2000, along with all the kind contributions from the many software and hardware vendors. But, we can't do it without YOU! This is your club and together we can make it happen again!

The annual picnic will be on August 17 at Greenfield Park in Area 4. For all members that show up there will be prizes, food and fun. What prizes, you ask? How about a LYNX for starters!

Lastly, on November 23 - 24 LCACE will be hosting the Chicago ComputerFest by Atari at the Ramada Hotel O'Hare. MilAtari has been asked to run the gaming area for this event. My thanks go out to Mike Brown and everyone at LCACE for giving us a chance to be part of this important event. See you on the 15th!

Lee

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### This month:

#### **General Meeting:**

Saturday, June 15, Noon  
Greenfield Park Lutheran Church  
1236 S. 115th St.

#### **Executive Board Meeting:**

Sunday, June 23, 7:00 p.m.  
Shakey's  
9638 W. National Ave.

### Next Month:

#### **General Meeting:**

Saturday, July 20

### Inside this issue:

- Windsor Show Report
- Look It & Pop It Review
- Online with Jonesy
- Atari News and Information
- ST Public Domain Update
- ST Supplemental
- 8-Bit PD New Releases
- MilAtari Ltd. Bulletin Board (Club Information)



## MilAtari Ltd.

The Milwaukee Area  
Atari Users Group  
Post Office Box 14038  
West Allis, WI 53214

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For information on placing ads, please write to the Newsletter Editor at the above address, or call (414) 628-4435. Submissions are encouraged and due by the 25th of each month.

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Piracy of legally copyrighted software, hardware or documentation is hereby recognized as illegal and a detriment to the goals of MilAtari Ltd., and shall not be sanctioned by MilAtari Ltd.

## MilAtari Ltd.

Established 1981

## Club Information

### Membership

Membership in MilAtari Ltd. is open to all individuals and families interested in computing. Annual dues are \$20.00 for individuals or \$25.00 per family. Membership includes a one year subscription to the MilAtari Limited Edition, access to the Publication Library, and allows purchases from all Public Domain Libraries as well as the Resale Shop.

### Meetings

MilAtari Meetings are normally held on the third Saturday of each month, at Greenfield Park Lutheran Church, 1236 S. 115th St. The doors open at noon, and there is an hour milling period for members to socialize while browsing the libraries and purchasing PD disks and used software from the Resale Shop. We have the newest ST PD offerings on hand for demonstration as well. The Business meeting begins at 1:00 p.m. Afterwards there is time for demonstrations of commercial software or Special Interest Group gatherings (SIGs).

### Newsletter Submissions

We encourage articles from members. Please submit your articles in ASCII or Word Writer doc formats please. **Do not** insert fancy formatting such as tabs, centered text, or indented text. Upload your submission to the BBS in the Newsletter room, or contact the Editor for other arrangements. The deadline for submissions is the 25th of each month.

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**Show Report**

# Oh! Canada: An Attendee's view

**Mike Brown**

WINDSOR/DETROIT

**INTERNATIONAL ATARIFEST  
REPORT**

I have fond memories of the years when I was growing up, and my first international adventures were spent in Canada. I remember Canada for wonderful Beer, friendly people, Beer, higher road speed limits, Beer, and gas by the litre. I realize that there is much more to Canada, but these are the things that I usually had to deal with on my "day trips" of the past.

Actually going to Canada and renting a hotel room, dealing with currency conversion, and so forth was a new experience. After about the first half-day, it was like second nature. No biggie, eh?

The purpose of our visit to the Windsor show was (selfishly) to promote the upcoming Chicago Computerfest by Atari; and doing that left me little time for the normal "show" stuff.

Although the official attendance figures were not in as of this writing, the attendance "looked" to be a bit low. I'd estimate that probably 400-500 people per day made the show. Also, unlike other shows that I've been to in the past, the seminars seemed to be a bit under attended. I'd like to stress that this is only MY impression, and I hope that the actual numbers are better than they looked.

Atari Canada and the show organizers did an excellent job of promotion, day-of-show coordination, and the like. All of the elements for a very good show were there, why there was not double or triple the

attendance is beyond me - it certainly was not due to lack of effort on the part of the parties involved.

The most fun thing to do at any AtariFest, in my opinion, is visiting with the usergroup representatives in attendance. Nine area Atari user groups had booths where group information, PD libraries, and the like were on display. The groups included: Atari ST/Mega Users of Montreal, Genesee Atari Group, London Users of STs, MAGIC, Mid-Ohio Atari Users Group, Spectrum Atari Group of Erie (PA), WACO (Huntington PA), Washtenaw Atari Users' Group, and the host group, Windsor Atari Users' Group.

If you roamed around a bit, it was easy to find representatives of at least a half-dozen other US and Canadian Atari User Groups. This "gathering of the faithful" was alone worth the price of admission.

I'm sure that a full product-oriented report will be in this issue, so I will not rehash that subject. I will say that I was absolutely blown away by Gadgets by Small's SST 68030. Poor Dave fell victim to the baggage handler's union and had the three prototype SSTs that were with him all but smashed in transit. Dave - can you say "Carry on Baggage"? I knew you could. A heroic effort by all concerned got one of the SST's in working condition. Continuous crowds gathered around the Gadgets booth to see "the fastest ST on the planet". Most people just stared in disbelief, while traces of drool found on the floor of the general area made walking by the Gadgets booth a bit of a hazard.

Bob Brodie and Geoff Earle (Atari Canada) put on a very entertaining "Ask Atari" session, it was most interesting to hear answers from both the "corporate" and the "affiliate" perspectives. Geoff is a great guy to talk to and if there is any decency in the world, should have a very stellar future with Atari.

As a counterpoint to the enjoyment of the show itself, the return passage over the Ambassador Bridge, and "back in the USA" was not an enjoyable one at all. For starters - the light shower of earlier in the day had turned into some serious RAIN, making the driving a bit dicey. The irritation of the weather was nothing compared to having to deal with our wonderfully efficient United States Customs Service.

I had been told some incomplete information before we left on the trip concerning the amount of merchandise that could be brought back by individuals without being subject to customs duty. Needless to say I was shocked when I was told to "pull over" into the inspection area with my tiny pile of purchases at the show, and a few souvenirs. I got socked with a 10% duty by US Customs on what I was "importing".

A little investigation (once safely back in the USA) found an information guide published by the Canadian Ministry of Industry, Trade and Commerce. Concerning duty on Canadian goods when returning to the USA, the guide states - "US residents returning from Canada may take back, once every 30 days, merchandise for personal or household use to the value of \$100 free of US duty and tax, provided they have remained in Canada 48 hours. Residents of the US visiting Canada for less than 48 hours may take back \$10 worth of goods free of US duty and tax. If any article brought back is subject to duty or tax, or if the total value of all articles exceeds \$10, no article may be exempt from duty or tax. Members of a family household are not permitted

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## Utility Review

# Look It! & Pop It!

Jeff Weaver

LookIt & PopIt are two utility programs that are sold together as one package by Codehead Software.

LookIt is a text and binary file viewer/editor and PopIt is used to assign your accessories a "hot key" so that an accessory can be called up by typing its key (or combination of keys).

Whenever I get a Codehead product, I'm always pleasantly surprised by the quantity and quality of its documentation. A fifty page manual comes with LookIt & PopIt, and the instructions/explanations here are thorough and complete. Most of its glossy pages are dedicated to LookIt, the more complex and powerful of the two. Only eight pages are written for PopIt, but you learn all you need in that short space.

LookIt uses a "custom" GEM interface (that they call "InterLib") which allows you to pull down the menu and make all selections from the keyboard (or you can, of course, use the mouse). It invokes its own Mac-like file selector which offers an easy and complete way to select a file for viewing/editing.

Custom screen color arrangements can be selected and saved. These can even be colors that are not currently selected in your Control Panel; your desktop, for example, might have red text on a green background, while LookIt could display files with cyan text on a black background!

LookIt has two viewing "modes"; one for text files and one for binary files. Text files can be viewed, while binary files can be viewed and edited; very nice for you programmers! Editing is possible in both the hexadecimal and ASCII areas. Simply type over the items you want

to change. Configuration options allow for the edited file to have its time stamp updated, or not.

Searching through a file is easy with LookIt's powerful Search features. You can specify a search string of ASCII characters or decimal/hex bytes (if you are in Binary mode). You can control whether the search is case sensitive or insensitive. LookIt also supports searches of Unix-style regular expressions! The manual contains a good explanation of what a regular expression is, but basically, it means you could, for example, search a file for words ending in "town", like Johnstown or Georgetown, but not the word "townsend" or the word "town", itself.

Search strings can be saved, too. You could, for example, make search configurations for each of the on-line magazines you read that would enable you to jump from topic to topic with a push of a button!

LookIt also allows you to print a file, or any part of a file. You can choose draft, final, or condensed type, and whether to use the extended character set (for binary files). LookIt will also reset your printer after it's done, so when you go on to your word processor or desktop publisher, your printer is set the way you want it!

LookIt can be installed as an application so you can use it to replace the SHOW/PRINT routine of your ST.

It should be quite obvious that LookIt is quite powerful... and I haven't even mentioned ALL its features!

PopIt is very simple to use, but very helpful! It allows you to assign "hot keys" to each desk accessory

you use, so you can call up an accessory with a single key stroke (or key combination)! These "hot key" assignments are then saved in a configuration file that PopIt loads each time you boot your computer.

Several configuration files can be created and saved, but only the one named POPIT.CFG will be loaded at boot up.

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**"Whenever I get a  
Codehead product, I'm  
always pleasantly  
surprised by the  
quantity and quality  
of its documentation."**

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If you have Codehead's Multidesk, "hot key" assignments can be created for all the accessories that Multidesk can access!

PopIt allows you to print out a list of your "hot keys" to help you remember what they are.

Of course, PopIt can be disabled whenever you want, should you need to.

Programmers will benefit most from the many features of LookIt & PopIt. Being able to view and edit binary files is not something us non-programmers can get too excited about, but the search/save/print features offered in the text view mode may be enough for us to purchase this utility, anyway!

As with all of Codehead's quality software, you pay a premium price (typically between \$22 - \$30), so your pocketbook may influence your purchasing decision, but if you want a means to view/edit files fast, and call up desk accessories without moving your hands off the keyboard, this package is for you!



## Atari News and Information

# STart Announcement, Wordperfect, and more!

The following information is from various sources, including online publications. Credits are given whenever necessary.

Salt Lake City, Utah

## WORDPERFECT SCRAPS ATARI ST UPGRADE PLANS

Despite a lot of unofficial publicity, it looks like Wordperfect Corporation has now all but abandoned plans to upgrade its Wordperfect word processor for the Atari ST. While the official line was that work on the package had ceased for the ST platform at the 4.x version, there were rumors that the company was working on an upgrade late in 1991, thanks to the ST selling so well in West Germany. It now seems that Atari Germany has cancelled a 10,000 unit order with Wordperfect US for copies of the ST version. Upgrades will now be confined to small revisions and upgrades on an occasional basis. According to sources close to Atari West Germany, development work on version 5.x of Wordperfect for the ST platform was conditional on the order being placed with Wordperfect U.S., for the 10,000 packages.

-STReport? #7.19, May 10, 1991

Los Angeles, California

## AMIGA HAS MOST BIZZARE OF RACIST COMPUTER GAMES

Computer video games where the player is a concentration camp manager who sells lamps made from human skin, gold tooth fillings and dog food to purchase gas to kill Turks and Jews are being distributed in Germany and now in the United States, according to researchers at the Simon Wiesenthal Center in Los Angeles. The games are clearly aimed

at the home computer market, and especially at preteens from 13-15 years of age. They range from displays of German pre-World War II symbols to complex graphics of tortured prisoners and bizarre death images like the grim reaper, according to the center. The most bizarre of the games runs on an Amiga and is titled "KZ Manager." KZ is short for the German word for concentration camp. The center has reported it contains graphic images of human torture, Hitler, and the winner gets to be the Gestapo, with a tortured, bleeding prisoner in the background. "The quality of the graphics is very good - the people who wrote these games know what they're doing," Wiesenthal Center researchers said.

-STReport? #7.19, May 10, 1991

Los Angeles, California

## PRODIGY ACCESSES USERS COM- PUTERS

Several ex-Prodigy users have reported incidents involving the finding of personal data from their hard drives in Prodigy files. One user, a retired physicist and computer consultant, reported that even though he had booted from freshly formatted floppy disks, he kept finding sensitive and personal information from his hard drive in the Prodigy files. Randie L. Moss, a Prodigy services manager, claimed Prodigy could inadvertently access user data, but not if it was operated from a bootable, freshly formatted floppy disk. In that case, the letter stated, the information from the hard disk files would not be accessed by Prodigy. The Wall Street Journal reported Prodigy does access information from users' personal computers, but said Prodigy doesn't look at the

data. Prodigy officials were quoted as confirming a software quirk that picks up unrelated Prodigy information off a user's hard disk, and also confirmed they could access that data.

-STReport? #7.19, May 10, 1991

## ATARI ST OWNERS WILL STILL BE SUPPORTED...

Software for the Atari ST hasn't been selling well over the last year, but continued development for the Atari ST will continue anyway. Atari ST owners should credit Sierra's international business guru Srinivasan and Sierra UK for the save, as he was the one that fought for the continued investment. The sales potential of the new French and German versions of ST products made the difference and development funding for the ST hangs on for another year.

-RUMOR MILL by Johnny Magpie,  
Sierra News Magazine

## START MAGAZINE CEASES PUB- LICATION

Story by John Nagy

After days of conflicting rumors, it was confirmed by STart Magazine staff members on Wednesday, May 15, that the bi-monthly Atari magazine STart will NOT publish another issue.

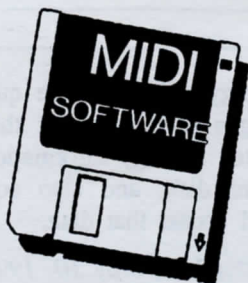
"STart has suspended publication pending a sale of the magazine," said Editor in Chief Tom Byron. A sale is said to be in the works with unidentified parties, and no timetable is being discussed publicly.

Byron also said that the next issue, the June/July edition, had been completed and was waiting for printing when he got the news today that the suspension was in effect. There are no plans at this time for the printing and distribution of that edition to be carried out.

STart had been building a reputation for fiscal difficulty for many months. Writers and programmers

Continued on page 6





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News & Info  
from page 5

typically waited for six or more months to be paid for their free-lance and assignment work. After closing the 8-bit Atari magazine ANTIC, and folding it into STart last October 1990, STart was to have become a much larger monthly magazine - 120 pages was the discussed target. Instead, by January 1991, STart became a bi-monthly, and remained at about 80 pages.

Meanwhile, the parent corporation of STart, Antic Publishing, was having additional trouble. An Amiga computer magazine was launched and failed despite a good market for Amiga magazines. Presently, Antic Publishing's STart staff is assigned to produce PC HOME JOURNAL, aimed at the IBM market. This venture appears to be doing better. Some of those close to STart say that the Atari magazine was paying for itself within Antic, but that all funds generated by

it were being used in the other corporate efforts. Dropping to a bi-monthly format, they say, was more an effort to use staff for other projects than to economize the Atari operation.

Now that production is suspended, the fates of subscribers and the many writers to whom STart has owed moneys dating back to mid 1990 is not known or predictable. If STart is sold, it may be that those owed will be paid from the revenues, or the new owner may assume the liabilities of the company. A third possibility is that there would be a liquidation and sale of assets held by STart itself, which may be negligible. Some observers speculate that a sale may be impossible, as STart may have more liabilities than assets. Amounts owed creditors and writers, plus the costs of substituted magazines to fulfill existing subscriptions may overshadow the value of the established subscriber base itself, estimated

at perhaps over 20,000. Talk of a sale may be real or simply an effort to postpone inevitable conflicts with creditors.

Upset developers and writers stand to lose between hundreds and many thousands of dollars each for published but unpaid work. Talk has already begun regarding possibilities of legal actions and class suits against Antic Publishing, who appear at this time to be remaining in business.

Z\*Net will continue to follow this story which is of great concern to the entire Atari community. STart was the last independent commercial "slick" magazine for the Atari in the U.S.A. It leaves behind only the bi-monthly Atari Explorer (Atari's own magazine), newsprint publications AtariUser and ST Informer, and smaller circulation user-group based publications like Current Notes, AIM, and PSAN.

-Z\*NET Issue #91-22, May 17, 1991



## Telecommunications

# Online with Jonesy

Mark Jones

It was my fault. I knew it was a mistake right from the start. I didn't plan it that way, but there was a 8-day hiatus in getting my daily on-line 'fix'.

I figured that there would be a little backlog in some of the message bases, but when Aladdin finished its work and reported over 700 messages waiting for me in the ST Roundtable alone, I suddenly found my topic for this column.

[Speaking of 'topic', coming up with one is not always so easy, apart from the stray idea that wanders in now and then. I can't help but think of the sometimes hilarious discussions between Bob and Doug McKenzie on SCTV.]

As you sample various bulletin boards, both the locals and the majors, it won't be long before the need for 'resource management' becomes obvious. After dealing with system matters, such as "do I have enough memory to run the program from a RAM disk?", "is my capture buffer large enough?", or "does the disk have room for this download?", next come the issues of time and energy.

Dialing up the club board to ask a question, d/l the latest electronic magazine, or place an ad is one thing, but if you catch the 'modeming bug' the demands of not just connect time but the time needed to actually read let alone reply to the flood of messages can use up a lot of your otherwise spare hours.

The problem, and the solution, is to balance curiosity and involvement. For instance, on an average day I spend from three to four hours on telecommunicating. That may seem excessive, but considering that I've

barely scratched the surface of just one of the major online services, it doesn't sound quite so bad. (I may have said before that if I gave free rein to curiosity I could easily spend fifty and more hours a week 'connected', looking around - and that just on one of the big boards.)

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## "The problem, and the solution, is to balance curiosity and involvement."

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No matter how wide the interest, one helpful practice is to be ruthless in deciding what areas to attend. For example, I'd like to learn about DTP, spreadsheets, and modern programming, but until my interest and need is immediate, those categories are flatly ignored. I figure this saves me half a day right off the bat. <g>

When it's time to delve into spreadsheets, say, it'll be like a regular project: un-ignore the topics, pull down and read all the messages from the beginning to get up to speed, and have at it.

Many if not most BBS programs will let you get an overview of how many messages exist in each of the messages bases without reading them; otherwise, you could be swamped with years' worth of posts. And, logically enough, these programs will let you set your message pointers to the date you first log on, so you'll never have to read the backlog except by choice. (When I first logged on to one of the majors, I didn't know this, and, spellbound, watched as Flash's

buffer started rapidly filling with every message starting from Day One.)

With a bit of discipline and planning, I think you'll find participating in a few topics of direct interest will be rewarding. Further, I suggest that, time and budget permitting, you set aside some of each for browsing - you'll never have a glimmer of all that's available if you don't look.

While it's so easy to visit boards solely for the downloads, if you've the least spark of interest, I strongly suggest venturing into the message bases. The entertainment alone provides good value.

If the message bases ever pall, there's always the formal live conferences, live chat areas, interactive multi-player games, encyclopedias, for-credit classes, news and financial services, shopping malls, and more, to pique your interest.

[BTW, it may seem that I 'pick on' GENie, directly or indirectly, more so than other services. This is not intentional, and is not meant as a plug of any sort (although, in fairness, I have to say I think it's a fine product). When I got my modem, I immediately signed up with CompuServe, Delphi, and GENie - and kept forgetting to sign up for ExecPC, which has a fine ST area, among others.

It's simply that right now time and money don't permit me to range as far afield as I'd like; by default I spend most of my time up there.

So while some of what I talk about is obviously about GENie, most of it relates well to any busy board, local or otherwise.]

Just a reminder - your comments, questions, and suggestions are always welcome. In the meantime, enjoy your time online.



**Dennis Wilson**

# ST PD Update

MilAtari Ltd. St Public Domain Library Disks are available at the meeting at a price of \$3.50 per disk, and through mail order at \$4.00 per disk. Special package prices may also be in effect at club meetings for certain disks or quantities of disks. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities activities of MilAtari Ltd.

Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced. These disks are made available for sale at the the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge on the club BBS. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

## DISK 321 - UTILITY DISK

**DATABASE:** Database Construction Program - An easy to use, GEM-based database program. Data may be searched by entering a data or embedded data search string.

**DAYS2:** The program reads in the computer's time and date, and then presents you with various alternate versions of that date: The Julian Date, the Star Date (for Star Trek Fans), the Earth Date, the number of days left in the year, and whether or not this is a leap year. You will also be shown what time it is in Greenwich Mean Time (GMT) in Daylight Savings Time, and in Standard Time.

**DCDIRDUMP:** DC DirDump - A program which will alphabetize and dump the listing of the current directory to either the screen, disk or printer.

**DCONVERT:** DC Convert - This program converts the self-extracting DC SEA file back to its original form, a standard .ARC or .LZH file. Why would you want to do this? Because DC SEA is not currently compatible with the TT. Also, DC SEA files compacted with

DC SEA Ver 1.0 are not compatible with the STE.

**DSKBMARK:** Disk Drive Performance Test - A simple utility that will put your hard or floppy disk drive through a rigorous performance test.

**D\_VIEWER:** A simple text viewer with a couple of twists: 1) To be able to view files without using the keyboard or holding down mouse buttons, and 2) Smooth scroll the text so that it is easy to read and be able to adjust the speed of the scroll to a comfortable reading speed.

**FLOORMAT:** FLOORMAT III, The Ultimate Disk Formatter - A formatter which lives up to it's name. All the features of other formatters, including formatting IBM disks and 5.25" drives, plus the ability to undo accidental formats. It has full online help and the ability to save your favorite configuration. It also features the ability to format Drives A & B sequentially and unattended. An embedded virus utility program is included, featuring intelligent virus checking, storing of known viruses into a library, comparison of a particular virus against other viruses in your library, a user expandable library, and a virus kill/immunize option.

**GER2ENG:** A program for translating those German documentation files into English.

**LOUDFMT1:** Loud Formatter - A formatting program that talks to you!

**MADFORMAT:** An easy-to-use formatter which includes the ability to format IBM disks.

**MINIBBS:** Mini BBS - A program to allow you to have your computer answer the modem when a call is received. Upon connection, the contents of a text file you have made is sent over the modem.

**REFLEX:** Reflex - A program to test your reflexes.

**RESISTER:** Resister Color Code Calculator - A program designed to calculate the value of electronic resistors.

**SHOTZ\_II:** Shotz II - An updated version of Shotz, the floppy disk virus immunization program.

**ST\_TYP05:** ST Typewriter V 0.5.0 - A working demo of a program that works a little like a typewriter, allowing you to print each character as you type.

**TEXTVIEW:** Textview - A ASCII text viewer having a search option to find a particular string within the text and keyboard equivalents for all scrolling options.

**TRANSP90:** Transporter Font Downloader - A printer

Continued on next page



**ST PD Update**

from previous page.

utility for displaying the fonts built into Epson and Star printers. It also will download alternate character sets to your printer via the "Download Icon".

**DISK 322 - UTILITY DISK**

- EYETEST:** A high resolution Degas Picture which is supposed to be a vision test. The further you have to back away from the screen to see it, the worse your vision.
- IBMFMT:** A utility to format disks that can be read by MS-DOS. Also included is IBM CNVRT, a utility for installing the IBM bootsector on disks already formatted through TOS.
- ON\_SCHED:** Onschedule - A shift creation calendar that will organize up to 5 employees, calculating hours, printing calendars with shift text inserted, and even printing out individual schedules. Monochrome only.
- PAM2:** Print-A-Matic Ver 2.0 - A utility to control your printer. Printer control codes can be sent to the printer grouped in macros, and the configuration can be saved for repeated use. Files can be printed from the program, with a test option that allows you to see what text will look like on your printer before you print the file.
- SPEEDRDR:** Speed Reader - A utility to help you increase your reading speed.
- STWRTR40:** ST Writer Elite Ver 4.0 - The best public domain word processor for the ST just got better! The program now works with the STe, support for the moniterm monitor has been added, and the program is now compatible with all resolutions on the TT. The program file can now be modified to hold default settings for screen color on bootup. In addition, there have been numerous bug fixes made. Enough, in fact, that if you are currently using a version prior to 3.8, upgrade to this version is strongly recommended.
- STW\_UTIL:** A folder containing 3 utilities for use with ST Writer. These are SPELL, a spelling checker, TO\_ASCII, a utility for converting ST Writer files to ASCII test files, and WD\_COUNT, a program for counting the words in a ST Writer file.
- TEST\_CRD:** Two small programs for putting a test pattern on your monitor screen, one for monochrome, and the other for color monitors.

**DISK 323 - EDUCATIONAL/GAME**

- WUZZLERS:** Wuzzlers Ver 4.1, A Word and Picture Puzzle Game - A word-guessing game for one or two players. Another fine KIDPRG by D. A. Brumleve. In this game, you use the mouse to choose letters and guess the puzzle word. If you guess a letter that is not in the word, another piece of the puzzle is displayed as a hint, and a point is deducted from your score. The object is to guess the puzzle word before the puzzle is complete. The puzzle is a picture relating to the word you are trying to guess. In addition to a file of puzzles, the program contains a puzzle editor for creating puzzles. This includes a complete drawing program for drawing the related pictures.

**DISK 324 - GAME DISK**

- AMAZE:** Amaze - A puzzle game where the object is to clear the squares from the screen. The game contains 16 levels.
- BARDSTE:** A program for use with the commercial game "Bard's Tale". It allows the program to be run from a ramdisk and makes it compatible with the STE.
- CONCENT:** A colorful version of the game concentration.
- MOON:** Moon Boink - A bouncing moon demo.
- MUTANT:** Metal Mutant - A demo of a colorful side-view scrolling game where you take the role of a mutant who can transform into three different figures. Methods of attack include breathing fire, shooting bullets and biting everything with your teeth. There is such a variety of moves, that half the fun of playing the demo is trying to figure out all the attacking moves available to you!
- STORM:** Stormball - A futuristic game ball game in which you are an android playing against a droid in an arena. The game is vaguely reminiscent of the game Ball Blaster, but without the split screen.
- WHEEL30:** Wheel of Money - A Wheel of Fortune game with two puzzle files included.
- WORDBID:** Wordbid - A demo of a word guessing game. The demo version contains a word file with about a dozen words.

**DISK 325 - GAME DISK**

- CROSSWRD:** Chuck's Crossword Puzzle Program - A crossword puzzle creation program. Monochrome only.
- SPACEINV:** Ace Invaders - An updated version of Space Invaders. Play the standard game or the new

Continued on next page



Michael Koeppe

## New 8-Bit PD!

Here is the first of many disks we hope to add to our library. Your contribution to the library would help make it a broader selection for others and would be a small part that you can play to help keep this great computer going strong. We only distribute and accept material that has been released into the Public Domain.

Public Domain Disks are for sale to our members for \$2.50 per disk at club meetings. Proceeds from the sale of disks go toward the cost of club activities.

### Disk #259

**BTPLU.COM:** BobTerm Phone List Utility. This program will allow you to print your phone list and also sort it to your liking. Docs are included.

**ADIR.COM:** Will allow you to view directory of Print Shop format disks from just about any DOS. Docs are included.

**TRUCKER:** TRUCKER.BAS. A text/adventure game. Pick your load and route and off you go. To make money, Or lose it. Txt file included.

**BLACKHLE.** BLACKHOLE. A text file on black holes in space in ASCII format. Downloaded from the MilAtari BBS.

### Disk #260

ColorView boot disk. Some of the best graphics I have seen yet. Graphics 8 and 15 are used. Docs on side 2 of disk.

### WINDSOR

from page 3

to combine the value of their purchases under this exemption."

In spite of blowing my budget, and the hassles, I'd go back to Windsor tomorrow if they announced a show. The WAUG/WAUG crew is to be congratulated for the professional job that was done - I heard few negative comments about ANY aspect of the show - as a matter of fact, the little things (like the free lunches for developers) seemed to make a BIG difference. I hope that Atari Canada will support this show so that it will become a permanent fixture on the North American show circuit.

-Z\*NET Issue #91-19, May 10, 1991

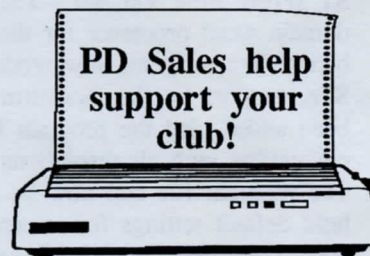
Bill Janutka

## ST Supplemental

### DISKS 050 & 051

#### GAME (DS) 1MEG REQ'D

**NTHCK:** NETHACK 3.0 - You have just finished your years as a student at the local adventurer's guild. After much practice and sweat you have finally completed your training and are ready to embark upon a perilous adventure. To prove your worthiness, the local guildmasters have sent you into the Mazes of Menace. Your quest is to return with the Amulet of Yendor. According to legend, the gods will grant immortality to the one who recovers this artifact; true or not, its recovery will bring honor and full guild membership (not to mention the attentions of certain wealthy wizards). As you can gather, this is a dungeon exploration game. It has been expanded to twice the size of NetHack 2.3 to include many new features. This game requires a double sided drive and at least 1meg of memory. It can be put onto a hard disk.



### ST PD Update

from previous page.

enhanced game.

**STRABBLE:** STrabble - A game cosmetically similar to the crossword game Scrabble. The game centers around forming words from a group of letters, producing something like a crossword puzzle display. The primary difference between this game and Scrabble is that this version can be played with just one player against a computer. However, up to six people can play. Due to the size of the included dictionary, 45,000 words, the game requires one megabyte of ram. Works on both color and monochrome.



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### ALL MEMBERS

Due to costs and other considerations, the next issue of MilAtari Limited Edition will be a July/August combined issue.

## MilAtari Annual Picnic

Saturday, August 17  
Door prizes, brats, beer & soda  
Featuring a LYNX give away!

Mark your calendar now!  
Details in the July/August  
MilAtari Limited Edition.

\* \* \*

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